

CLAIMS:

1. A method for enabling a user to enter data into an electronic device, the method comprising:

5 determining one or more characters as being likely to be selected next by the user;

displaying the one or more characters on a display screen of the electronic device as suggested next characters; and

10 providing the user with means for scrolling through the suggested next characters and a plurality of other symbols and selecting one or more of the suggested next characters, or alternatively one or more of the other symbols, as data to be entered into the electronic device.

2. A method according to claim 1 wherein the one or more characters or
15 symbols selected by the user are displayed on the display screen.

3. A method according to claim 1 wherein the determining step comprises predicting which characters are statistically the most likely to be selected next by the user.
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4. A method according to claim 1 wherein the plurality of other symbols includes one or more icons which are adapted to perform a function on selection by a user.

25 5. A method according to claim 1 wherein the scrolling and selecting steps are carried out on a handheld electronic device comprising scrolling means and selection means, wherein the scrolling means and the selection means are provided by a cylindrical input mechanism, and scrolling can be achieved by rotating the input mechanism about its axis and selection can be achieved by
30 pushing the input mechanism along its axis.

6. A method according to claim 1 wherein the plurality of other symbols comprises characters grouped as on an ITU-T keypad.

7. An electronic device into which a user can enter data, the device comprising:

determining means for determining one or more characters as being likely

to be selected next by the user when the device is in a data entry mode;

a display screen for displaying the one or more characters as suggested next characters;

scrolling means allowing the user to scroll through the suggested next characters and a plurality of other symbols; and

selection means allowing the user to select one or more of the suggested next characters, or alternatively one or more other symbols, as data to be entered into the electronic device.

8. An electronic device according to claim 7 wherein the one or more characters or symbols selected by the user are displayed on the display screen.

9. An electronic device according to claim 7 wherein the determining means is adapted to predict which characters are statistically the most likely to be selected next by the user and to identify these characters as the suggested next characters.

10. An electronic device according claim 7 wherein the plurality of other symbols includes one or more icons which are adapted to perform a function on selection by a user.

11. An electronic device according to claim 7 wherein the scrolling means and the selection means are provided by a cylindrical input mechanism, and scrolling can be achieved by rotating the input mechanism about its axis and selection can be achieved by pushing the input mechanism along its axis.

12. An electronic device according to claim 7 wherein the plurality of other symbols comprises characters grouped as on an ITU-T keypad.

13. A method of entering data into an electronic device, the device comprising scrolling means and selection means and the method comprising:

scrolling, by the scrolling means, through a plurality of groups of symbols, the symbols comprising characters grouped as on an ITU-T keypad, so as to
5 indicate one of the groups;

selecting, by the selection means, an indicated group of symbols;

selecting one of the symbols of the selected group as data to be entered into the device; and

processing the selected symbol as an entered symbol.

14. A method according to claim 13 wherein the selected symbol is selected from the selected group by the selection means.

15. A method according to claim 13 wherein the selected symbol is selected from the selected group by a character prediction engine.

16. A method according to claim 13 wherein the plurality of symbols includes one or more icons, the electronic device being adapted to perform a function on selection of an icon by a user.

17. A method according to claim 13 wherein the scrolling means and the selection means are provided by a cylindrical input mechanism, and scrolling can be achieved by rotating the input mechanism about its axis and selection can be achieved by pushing the input mechanism along its axis.

18. An electronic device into which a user can enter data, the device comprising:

scrolling means for allowing the user to scroll through a plurality of groups of symbols, the symbols comprising characters grouped as on an ITU-T keypad, so as to indicate one of the groups;

first selection means for allowing the user to select one of the indicated groups of symbols;

second selection means for selecting one of the symbols from the selected group as data to be entered into the device; and

processing means for processing the selected symbols as an entered symbol.

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19. An electronic device according to claim 18 wherein the second selection means is provided by the same mechanism as the first selection means.

20. An electronic device according to claim 18 wherein the second selection
10 means comprises a character prediction engine.

21. An electronic device according to claim 18 wherein the plurality of symbols includes one or more icons and the device is adapted to perform a function on selection of an item by the user.

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22. An electronic device according to claim 18 wherein the scrolling means and the first selection means are provided by a cylindrical input mechanism, and scrolling can be achieved by rotating the input mechanism about its axis and selection can be achieved by pushing the input mechanism along its axis.

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23. An electronic device according to claim 22 wherein the second selection means is provided by the cylindrical input mechanism.

24. A method of entering data into an electronic device, the device comprising
25 scrolling means and selection means and the method comprising:

scrolling, by the scrolling means, through a plurality of logically arranged groups of symbols, so as to indicate one of the groups;

selecting, by the selection means, an indicated group of symbols; and

selecting one of the symbols from the selected group as data to be entered
30 into the device.

25. A method according to claim 24 further comprising the steps of:

subsequently determining, by means of a computer program within the device, one or more symbols as being likely to be selected next by a user; and displaying the one or more symbols on a display screen of the electronic device as suggested next symbols.

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26. A method according to claim 24 wherein the groups of logically arranged symbols are groups of symbols arranged as on an ITU-T keypad.

10 27. A method according to claim 24 wherein the groups of symbols include one or more icons which are adapted to perform a function on selection by a user.

28. An electronic device into which a user can enter data, the device comprising:

15 scrolling means for allowing the user to scroll through a plurality of logically arranged groups of symbols so as to indicate one of the groups;

first selection means for allowing the user to select one of the indicated groups of symbols; and

second selection means for selecting one of the symbols from the selected group as data to be entered into the device.

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29. An electronic device according to claim 28 further comprising:

determining means for determining one or more symbols as being likely to be selected next by the user; and

25 a display screen for displaying the one or more symbols as suggested next symbols.

30. An electronic device according to claim 28 wherein the groups of logically arranged symbols are arranged as on an ITU-T keypad.

30 31. An electronic device according to claim 28 wherein the second selection means is provided by the same mechanism as the first selection means.

32. An electronic device according to claim 28 wherein the second selection means comprises a character prediction engine.

33. An electronic device according to claim 28 wherein the groups of symbols
5 include one or more icons which are adapted to perform a function on selection by a user.